

# Leo Colón UN team USA Chaffee Cavalry Co. 105 pt

## Bulge: American Force

Support		U.S.	41
M7 Priest Artillery Battery	LU121	8	
3x M7 Priest (105mm)	8		
M4 Sherman (Late) Tank Platoon	LU182	12	
3x M4 Sherman (late 75mm)	12		
Hussars Challenger Armoured Troop (British Allied Unit)	LB185	21	
3x Challenger (17 pdr)	21		

M24 Chaffee Cavalry Tank Company		U.S.	60
M24 Chaffee Cavalry Tank Company		8	
2x M24 Chaffee	8		
Veteran M24 Chaffee Tank Platoon	LU198	19	
5x M24 Chaffee (75mm)	19		
Veteran M24 Chaffee Tank Platoon	LU198	19	
5x M24 Chaffee (75mm)	19		
M8 Greyhound Cavalry Recon Patrol	LU174	5	
2x M8 Greyhound (37mm)			
1x Jeep (MG) (LU107)			
1x Jeep (60mm) (LU107)	5		
M8 Greyhound Cavalry Recon Patrol	LU174	3	
1x M8 Greyhound (37mm)			
1x Jeep (MG) (LU107)			
1x Jeep (60mm) (LU107)	3		
Veteran M8 Scott Assault Gun Platoon (from CC)	LU170	6	
3x M8 Scott (75mm)	6		

Bulge: American Command Cards		U.S.	4
Lucky		1	
Command Card Lucky	1		
Sherman Crocodile Flame Tank Platoon		3	
Command Card Sherman Crocodile Flame Tank Platoon	1		
• Total M4 Sherman (late 75mm) tanks: (3 selected)			

**Bulge: American** Unit Count: 11 Total Points : 105

**Card List:**

Lucky  
M24 Chaffee Cavalry Tank Company  
Sherman Crocodile Flame Tank Platoon  
LB185 Hussars Challenger Armoured Troop  
LU107 Jeep  
LU121 M7 Priest Artillery Battery  
LU170 Veteran M8 Scott Assault Gun Platoon (from CC)  
LU174 M8 Greyhound Cavalry Recon Patrol  
LU182 M4 Sherman (Late) Tank Platoon  
LU184 M4 Jumbo  
LU197 Veteran M24 Chaffee Tank Company HQ  
LU198 Veteran M24 Chaffee Tank Platoon

**Pick List:**

3 Challenger (17 pdr)  
2 Jeep (60mm)  
2 Jeep (MG)  
2 M24 Chaffee  
10 M24 Chaffee (75mm)  
3 M4 Sherman (late 75mm)  
3 M7 Priest (105mm)  
3 M8 Greyhound (37mm)  
3 M8 Scott (75mm)

# LUCKY

*There are times in a game of football when all you can do is throw that Hail Mary pass and pray that it comes off. There are times in battle like that too.*

Discard this card to re-roll any one die. The second result must be used.

US, Force, Limited

**1**  
POINTS

# SHERMAN CROCODILE FLAME TANK PLATOON

*The 739<sup>th</sup> Tank Battalion operates the only four M4 Sherman Crocodiles in the ETO.*

This unit can only have 3 or 4 M4 Sherman (late 75mm) tanks. All Tank teams in this Unit have the following characteristics and additional weapon for +1 point per tank.

MOTIVATION  
**CONFIDENT 4+**  
Flame Tank Counterattack **6**

SKILL  
**TRAINED 4+**  
Flame Tank Assault **6**

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER
Sherman Crocodile (Flame-thrower)	6"/15CM	6	6	2	AUTO

Notes: Flame-thrower, Forward Firing

**Flame Tank:** Team cannot Charge into Contact.

**Flame-thrower:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.

US, Build, Upgrade, Unit (M4 Sherman (late) Tank Platoon), Limited

**0**  
POINTS

# M24 CHAFFEE CAVALRY TANK COMPANY



*The US Cavalry provided the eyes and ears of the US Army.*

Your Force includes one M24 Chaffee Cavalry Tank Company, which is a Formation containing:

- 1 HQ Unit of 2x M24 Chaffee tanks from (LU197) for 8 points.
- 2-3 Veteran M24 Chaffee Tank Platoon (LU198)
- 0-2 M8 Greyhound Cavalry Recon Patrol (LU174), or M5 Stuart Cavalry Recon Patrol (LU231)
- 0-1 Veteran M8 Scott Assault Gun Platoon with 2 to 6 M8 Scott Assault guns from (LU170) for 2 points per tank.

US, Build, Formation, Limited

**0**  
POINTS

## JEEP


• UNARMoured TANK • COMPONENT •

**MOTIVATION**  
**AS PER UNIT**

**SKILL**  
**AS PER UNIT**



**IS HIT ON**  
**AS PER UNIT**

**SAVE**  
Unarmoured Tank  
**4+**




TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30CM	12"/30CM	20"/50CM	48"/120CM	4+

WEAPON	RANGE	ROF		ANTI-TANK POWER	FIRE NOTES
		HALTED	MOVING		
Jeep (.50 cal MG)	20"/50CM	3	2	4	5+ Self-defence AA
Jeep (MG)	16"/40CM	3	3	2	6 Self-defence AA
Jeep (60mm mortar)	32"/80CM	ARTILLERY		1	4+

## JEEP




**JEEP**



**SPECIAL RULES**

**Component:** Team uses ratings of parent Unit.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Unarmoured:** Team cannot Charge into Contact and must Break Off.

 **U107**

## CHALLENGER

• TANK UNIT •

**MOTIVATION**  
**CONFIDENT 4+**


Protected Ammo  
Re-mount  
**3+**

**SKILL**  
**TRAINED 4+**

**IS HIT ON**  
**CAREFUL 4+**

**ARMOUR**

FRONT	6
SIDE & REAR	4
TOP	1



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30CM	16"/40CM	24"/60CM	28"/70CM	4+

WEAPON	RANGE	ROF		ANTI-TANK POWER	FIRE NOTES
		HALTED	MOVING		
Challenger (17 pdr)	36"/90CM	2	1	15	3+ No HE
Challenger (MG)	16"/40CM	3	3	2	6




## CHALLENGER

• HUSSARS ARMoured TROOP




**CHALLENGER**  
**HUSSARS ARMoured TROOP**

4x Challenger (17 pdr) **28 POINTS**

3x Challenger (17 pdr) **21 POINTS**

**SPECIAL RULES**

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

 **B185**



# M8 SCOTT

## VETERAN ASSAULT GUN PLATOON



MOTIVATION

**CONFIDENT 4+**

SP Gun  
Counterattack

6

SKILL

**TRAINED 4+**

SP Gun  
Assault

6

Yankee Ingenuity  
Tactics

3+



IS HIT ON

**CAREFUL 4+**

ARMOUR

**FRONT 3**

**SIDE & REAR 3**

**TOP 0**

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

24"/60CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M8 Scott (75mm)

64"/160CM

or Direct Fire

20"/50CM

M8 Scott (.50 cal MG)

20"/50CM

RANGE

64"/160CM

20"/50CM

20"/50CM

ROF

ARTILLERY

2

3

HALTED MOVING

2

1

2

ANTI-TANK

2

6

4

FIRE POWER

4+

3+

5+

NOTES

Smoke Bombardment

Smoke

Self-defence AA



# M8 SCOTT

## VETERAN ASSAULT GUN PLATOON



### VETERAN M8 SCOTT ASSAULT GUN PLATOON

3x M8 Scott (75mm)

2x M8 Scott (75mm)

**6 POINTS**

**4 POINTS**

#### SPECIAL RULES

**Self-defence AA:** Weapon can fire at Aircraft with ROF 1.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**Smoke:** Can Shoot Smoke ammunition.



# M7 PRIEST

## ARTILLERY BATTERY



• TANK UNIT • TIME ON TARGET •

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 3**

**SIDE & REAR 1**

**TOP 0**



TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M7 Priest (105mm)

or Direct Fire

24"/60CM

M7 Priest (.50 cal MG)

20"/50CM

RANGE

72"/180CM

24"/60CM

20"/50CM

ROF

ARTILLERY

1

3

HALTED MOVING

1

1

2

ANTI-TANK

3

9

4

FIRE POWER

3+

2+

5+

NOTES

Forward Firing, Smoke Bombardment

Brutal, Forward Firing, Slow Firing, Smoke

Self-defence AA



# M7 PRIEST

## ARTILLERY BATTERY



### M7 PRIEST ARTILLERY BATTERY

6x M7 Priest (105mm)

3x M7 Priest (105mm)

**16 POINTS**

**8 POINTS**

#### SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Slow Firing:** +1 To Hit for Moving ROF.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**Smoke:** Can Shoot Smoke ammunition.

**Time On Target:** If Ranged In on the first attempt, Infantry Teams and Gun Teams re-roll Saves.

**U121**

**U170**



# M4 SHERMAN (LATE)



# M4 SHERMAN (LATE)



MOTIVATION

**CONFIDENT 4+**

*Blood 'n' Guts*  
*Last Stand*  
Protected Ammo  
Remount **3+**

SKILL

**TRAINED 4+**



• TANK UNIT •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT 7**

**SLIDE & REAR 4**

**TOP 1**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

M4 Sherman (late)

28"/70CM

2

2

2

10

3+

Smoke, Stabiliser

3+

3+

No HE, Stabiliser

2

2

12

3+

3+

20"/50CM

3

2

2

4

5+

Self-defence AA

2

2

2

6

NOTES

Smoke, Stabiliser

No HE, Stabiliser

Self-defence AA



## M4 SHERMAN (LATE) TANK PLATOON

5x M4 Sherman (late 75mm) **20 POINTS**

4x M4 Sherman (late 75mm) **16 POINTS**

3x M4 Sherman (late 75mm) **12 POINTS**

**M4 EASY EIGHT (76MM) OPTION**

• Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U183) for +2 points each.

**M4 SHERMAN (LATE 76MM) OPTION**

• Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each.

## SPECIAL RULES

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smoke:** Can Shoot Smoke ammunition.

**Stabiliser:** +1 To Hit for Moving ROF.

## JUMBO OPTION

• Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U184) for +2 points, or M4 Jumbo (76mm) (U184) for +3 points.

U182



# M8 GREYHOUND



# M8 GREYHOUND



MOTIVATION

**CONFIDENT 4+**

*Counterattack*  
Scout **6**  
*Last Stand*  
Scout **5+**

SKILL

**VETERAN 3+**

*Scout Assault*  
**4+**



• TANK UNIT • OBSERVER • SCOUT •

• SPEARHEAD •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 2**

**SLIDE & REAR 1**

**TOP 0**

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

40"/100CM

CROSS

4+

WEAPON

M8 (37mm)

24"/60CM

2

1

7

4+

Overworked

2

4

5+

Self-defence AA

3

2

4

5+

Self-defence AA

NOTES

Overworked

Self-defence AA



## M8 GREYHOUND CAVALRY RECON PATROL

2x M8 Greyhound (37mm) **5 POINTS**

1x Jeep (60mm mortar) (U107) **5 POINTS**

1x Jeep (MG) (U107) **5 POINTS**

1x M8 Greyhound (37mm) **3 POINTS**

1x Jeep (60mm mortar) (U107) **3 POINTS**

1x Jeep (MG) (U107) **3 POINTS**

## SPECIAL RULES

**Observer:** Unit Leader can Spot for any friendly Artillery Unit.

**Overworked:** +1 To Hit for Moving ROF.

**Scout:** Team can remain Gone to Ground while moving.

**Self-defence AA:** Weapon can fire at Aircraft with ROF 1.

**Spearhead:** Unit can move before the game to expand the Deployment Area.

U174



# M24 CHAFFEE

VETERAN TANK COMPANY HQ



MOTIVATION

**CONFIDENT 4+**

Protected Ammo  
Remount

3+

SKILL

**TRAINED 4+**

Yankee Ingenuity  
Tactics

3+



• TANK FORMATION •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

**FRONT 4**

**SIDE & REAR 3**

**TOP 1**

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M24 Chaffee (75mm)

28"/70CM

2

2

10

3+

Smoke, Stabiliser

M24 Chaffee (.50 cal MG)

20"/50CM

3

2

4

5+

Self-defence AA

M24 Chaffee (MGs)

16"/40CM

2

2

2

2

6

NOTES



# M4 JUMBO

TANK



MOTIVATION

**CONFIDENT 4+**

Blood 'n' Guts  
Last Stand

3+

Protected Ammo  
Remount

3+

SKILL

**TRAINED 4+**



• TANK •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

**FRONT 11**

**SIDE & REAR 8**

**TOP 1**

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

4+

WEAPON

M4 Jumbo (75mm)

28"/70CM

2

2

10

3+

Smoke, Stabiliser

M4 Jumbo (76mm)

36"/90CM

2

2

12

3+

No HE, Stabiliser

M4 Jumbo (.50 cal AA MG)

20"/50CM

3

2

4

5+

Self-defence AA

M4 Jumbo (MGs)

16"/40CM

2

2

2

2

6

NOTES



# M24 CHAFFEE

VETERAN TANK COMPANY HQ



**M24 CHAFFEE**  
VETERAN TANK COMPANY HQ

2x M24 Chaffee (75mm)

**8 POINTS**

## SPECIAL RULES

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smoke:** Can Shoot Smoke ammunition. **Stabiliser:** +1 To Hit for Moving ROF.



**BULGE**  
**M24 CHAFFEE**  
VETERAN TANK COMPANY

## FORMATION CONTAINS:

- 1 Veteran M24 Chaffee Tank Company HQ (U197)
- 1-2 Veteran M24 Chaffee Tank Platoon (U198)
- 0-1 Veteran M24 Chaffee Tank Platoon (U198) *or* Veteran M4 Sherman (late) Tank Platoon (U190)
- 0-1 Veteran M8 Scott Assault Gun Platoon (U170) *or* Veteran M4 Sherman (late) Assault Gun Platoon (U191)
- 0-1 Veteran Armoured 81mm Mortar Platoon (U171)



# M4 JUMBO

TANK



**M4 JUMBO**

## SPECIAL RULES

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smoke:** Can Shoot Smoke ammunition. **Stabiliser:** +1 To Hit for Moving ROF.

U184



# M24 CHAFFEE

VETERAN TANK PLATOON



MOTIVATION

**CONFIDENT 4+**

Protected Ammo  
Remount

**3+**

SKILL

**TRAINED 4+**

Yankee Ingenuity  
Tactics

**3+**



• TANK UNIT •

IS HIT ON

**CAREFUL 4+**

ARMOUR

**FRONT 4**

**SLIDE & REAR 3**

**TOP 1**

TACTICAL

12"/30CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

20"/50CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

M24 Chaffee (75mm)

RANGE

28"/70CM

HALTED

2

MOVING

2

ANTI-TANK

10

FIRE POWER

3+

NOTES

Smoke, Stabiliser

M24 Chaffee (.50 cal MG)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

4

FIRE POWER

5+

Self-defence AA

M24 Chaffee (MGs)

RANGE

16"/40CM

HALTED

2

MOVING

2

ANTI-TANK

2

FIRE POWER

6



# M24 CHAFFEE

VETERAN TANK PLATOON



**M24 CHAFFEE**  
VETERAN TANK PLATOON

5x M24 Chaffee (75mm)

**19 POINTS**

4x M24 Chaffee (75mm)

**15 POINTS**

3x M24 Chaffee (75mm)

**12 POINTS**

## SPECIAL RULES

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Smoke:** Can Shoot Smoke ammunition.

**Stabiliser:** +1 To Hit for Moving ROF.

U198